

HP

MP

Character's name

Armor class

Armor description

BP

Willpower

Energy

Penalty Dex/Pre/spell

Stat or Score	Stat-Mod	Score-Damage Bonus
4-7	+1	-
8-11	+2	-
12	+3	-
13-16	+4	+1
17-20	+5	+2
21+	+10	+3

Stat+
Ability+
Magical-bonus
=
Damage-bonus
Score

Prowesses

Surprise,
illusion

Look

Body
affecting

Walk km/h (average physical stats)
Jog km/h (total physical stats)

Knockdown

Distance covered in one 1/2 action,
Sprint/Jump meters (Dex or Str/2)

Luck

Area

Charisma

Intelligence

Precision

Dexterity

Strength

Constitution

Perception

Wisdom

Action/round

Penalty Dex, Pre, Spells

Weapon

Speed

Score

Dmg

Special (range, power, cost to use...)

Player's name

Age / Gender / Height / Weight

Race / Stat modifiers / Particularities

Quality / Flaw

Alignment : / 20 Civilization:

Character's name

Riches:
Gold: _____
Silver: _____
Copper: _____

Prowess

CP
PresentTotal

Level

Concept / Context

MANUAL	Impact: ! Charge	Stun	Endure	Berzerk
	Coordination: Action/Rnd	Speed	BodyGuard	! Warfare
	Style: ! TwoWeapons	! OneWeapon	! WeaponLess	! Weapon&Shield
	Projectiles: ! AimedShot	BlindShot	FastDraw	! GroupedFire
	Force: ! CombatAura	DefensiveAura	BattleAura	BattlePoints
	Defensive: Armor	! Parry	Projectiles	! Disarm
	Instinct: ArmorLess	! Tech	BlindFighting	Disadvantage
ADEPT	Combat: ! OneWeapon	! WeaponLess	ArmorLess	! Tech
	Magical Combat: AerialCombat	All-RoundVision	Focus	! Imbue
	Magic: StrongWill	SenseMagic	SpellCasting	! BounceMagic
SPIRIT	Inner: ! Illusionnist	SeeMagic	SpellCasting	FastCasting
	Outer: ! Tech	! MagicItems	ResistMagic	Cantrip

Intelligence/Astral linked Spheres					Magic	Wisdom/Ethereal linked Spheres				
LIGHT	Red: Heat	Chaos	Charm	Disintegration	DIVERSE	Astral: Teleport	Divinity	Protection	Abjuration	
	Orange: Earth	Divination	Creation	Transformation		Divination: Past	Future	LocateLife	LocateObject	
	Yellow: Air	Electricity	Opacity	Travel		Elemental: Air	Earth	Fire	Water	
	Green: Life	Illusion	Evolution	Control		Emotions: Manipulate	Negate	Ambiance	Memory	
	Blue: Water	Cold	Healing	Protection		Faith: Offensive	Defensive	Consecrate	Weather	
	Indigo: Magic	Detection	Conjuration	Dissipation		Healing: Regen	Cicatrisation	Resurrect	Improve	
	Violet: Death	Illness	Poison / Acid	Drain		Necromancy: Undead	Curse	Spirit	Reincarnate	
MATTER	Mass: Weight	Volume	Density	Gravity	CHIEF	Spirit: Speak	Summon	Seal	Exorcise	
	Sound: Charm	Paralysis	Confusion	Symphony		Astral: Prophesize	Geomancy	Control	Travel	
	Cohesion: Adaptation	Mutation	Opacity	Merge		Yin: OffensiveWill	Augmentation	Possess	Kinetie	
	Space: Teleport	Telekinesis	Clairement	Void		Yang: DefenseWill	Telepathy	Hypnose	Healing	
	Time: AccelObject	MendObject	AccelLife	SlowLife		World: Aura	Self	Other	Afterlife	

Special/Racial Powers, Unusual belongings

Spell	Cost	Score	Cast as	Effect / Duration
Spell / Technique	Cost	Score	Cast as Speed	Effect / Duration
Technique	Cost	Score	Speed	Effect / Duration